

## Advice Sheet: Useful Literary and Rhetorical Devices for Self-Composition

<b>Pathway:</b>	Speech to Perform
<b>Assessment Section:</b>	<b>Section 2/3:</b> Performing a Published Work/Performing a Self-Composition
<b>Advice:</b>	<p><b>Allegory:</b> abstract ideas and principles described in terms of characters, figures, and events. It can be employed in prose and poetry to tell a story, with a purpose of teaching or explaining an idea or a principle. The objective of its use is to teach some kind of a moral lesson.</p> <p><b>Alliteration:</b> The repetition of the beginning sound in two or more words in a line of verse.</p> <p><b>Allusion:</b> A reference to a previous great work or to history. An author uses allusion to deepen his/her meaning.</p> <p><b>Analogy:</b> Corresponding in some respects, especially in function or position, between things otherwise dissimilar.</p> <p><b>Antithesis:</b> literally means “opposite”. It is a rhetorical device in which two opposite ideas are put together in a sentence to achieve a contrasting effect.</p> <p><b>Apostrophe:</b> Addressing someone or something as if s/he were present or could hear you.</p> <p><b>Assonance:</b> The repetition of a vowel sound in two or more words. Assonance is sometimes called partial or near rhyme.</p> <p><b>Connotation:</b> The associations that come with a word other than its meaning.</p> <p><b>Dialogue:</b> two or more characters engaged in conversation with one another.</p> <p><b>Dichotomy:</b> divides a thing into two equal and contradictory parts, or between two opposing groups. In literary works, writers use this technique for creating conflicts in their stories and plays. Its common examples in literature are good and evil.</p> <p><b>Dramatic Irony:</b> When a character wrongly believes something to be true, but the reader/audience knows the truth.</p>

**Euphemism:** refers to polite, indirect expressions that replace words and phrases considered harsh and impolite, or which suggest something unpleasant. Euphemism is an idiomatic expression, which loses its literal meanings and refers to something else, in order to hide its unpleasantness.

**Figurative language:** Uses figures of speech to be more effective, persuasive, and impactful. Figures of speech such as metaphors, similes, and allusions go beyond the literal meanings of the words to give readers new insights. On the other hand, alliterations, imageries, or onomatopoeias are figurative devices that appeal to the senses of the readers.

**Foreshadowing:** To indicate, suggest, hint at something's occurrence before it actually happens.

**Hyperbole:** Exaggeration to heighten feeling.

**Imagery:** Sensory details that enable the reader to see, hear, touch, taste and/or smell whatever is being described. The desired effect of metaphors, similes, personification, etc. When a writer uses one or more of the literary devices to "paint a picture" in the mind of the reader.

**Irony:** When the reader expects one thing to happen, but the opposite occurs.

**Juxtaposition:** Two or more ideas, places, characters, and their actions are placed side by side in a narrative or a poem, for the purpose of developing comparisons and contrasts.

**Metaphor:** Describing a thing by comparing it to an unlike thing (without using the words like, as or than).

**Onomatopoeia:** The use of a word to represent or imitate natural sounds.

**Paradox:** A statement that is contradictory but is somehow true.

**Parody:** An imitation of a particular writer, artist, or genre, exaggerating it deliberately to produce a comic effect. The humorous effect in parody is achieved by imitating and overstressing noticeable features of a famous piece of literature, as in caricatures, where certain peculiarities of a person are highlighted to achieve a humorous effect.

**Personification:** Describing an inanimate object as though it had animate (human or animal) qualities.

**Rhyme:** The similarity or likeness of sound existing between two words. A true rhyme should consist of identical sounding syllables that are stressed and the letters preceding the vowel sounds should be different.

**Simile:** Describing a thing by comparing it to an unlike thing, using the words, like, as, or than.

**Soliloquy:** When a character speaks to himself and/or to the reader/audience. It is an opportunity for the reader/audience to know a character's inside thoughts.

**Symbolism:** The use of symbols to signify ideas and qualities, by giving them symbolic meanings that are different from their literal sense.

